

## **CLAIMS**

1. (Previously Presented) A computer-implemented method for representing user activity within an environment comprising the steps of:

displaying an activity map comprising at least two perspectives of the environment, wherein each perspective is an abstract graphical display of at least one aspect of the user activity within the environment;

selecting an element of a first perspective, wherein the element of the first perspective is an abstract graphical display of a first predefined characteristic of the user activity within the environment; and

displaying a tangible link representing an association between the element of the first perspective and at least one element of a second perspective, wherein each element of the second perspective is an abstract graphical display of a corresponding predefined characteristic of the user activity within the environment.

2. (Cancelled)

3. (Previously Presented) The computer-implemented method of claim 1, further comprising the steps of:

determining a value of at least one predefined characteristic of the user activity; and

dynamically incorporating the value of the at least one predefined characteristic of the user activity in the activity map.

4. (Previously Presented) The computer-implemented method of claim 1, wherein each predefined characteristic of the user activity includes one of a user location, a user status within a hierarchy, a user emotion, and a quality of user conversation.

5. (Previously Presented) The computer-implemented method of claim 1, wherein the tangible link associates the at least two perspectives of the activity map.

6. (Previously Presented) The computer-implemented method of claim 1, wherein the tangible link is a line linking a user's activity represented separately in the at least two perspectives of the activity map.

7. (Original) The computer-implemented method of claim 5, wherein the tangible link is one of a tangible aural cue, and a tangible tactile cue.

8. (Previously Presented) The computer-implemented method of claim 1, wherein the activity map includes a geographic perspective and a discussion perspective, the two perspectives associated by the user activity within the environment.

9. (Previously Presented) The computer-implemented method of claim 8, wherein the discussion perspective includes at least one topic, wherein each topic is an element.

10. (Previously Presented) The computer-implemented method of claim 1, wherein each perspective is one of a representation of the user activity, and a representation of user input to the environment.

11. (Original) The computer-implemented method of claim 1, wherein the environment is a transactional environment.

12. (Original) A program storage device readable by machine, tangibly embodying a program of instructions executable by the machine to perform method steps for interacting with an environment having an aspect, the method steps comprising:

representing the aspect in an activity map including at least two perspectives;

representing an activity of a user within the environment;  
and

representing the activity of the user as a tangible link  
between each perspective.

13. (Original) The program storage device of claim 12, wherein the environment is a transactional environment and the user is a market participant.

14. (Original) The program storage device of claim 12, wherein the activity map includes at least one perspective in which an on-line transaction is conducted.

15. (Original) The program storage device of claim 12, wherein the tangible link is a tangible cue which associates the perspectives.

16. (Previously Presented) The program storage device of claim 12, wherein the tangible link is a line linking a user's activity represented separately in the at least two perspectives of the activity map.

17. (Original) The program storage device of claim 12, wherein a single perspective incorporates more than one aspect.

18. (Original) The program storage device of claim 12, wherein the aspect may be represented by more than one perspective.

19. (Previously Presented) A computer-implemented method for representing a transactional environment having aspects comprising the steps of:

displaying at least one different aspect of user activity in each of at least two perspectives of an activity map, wherein the perspectives are associated by the user activity of a market participant, wherein an association between perspectives is represented as a tangible link connecting perspectives, wherein the tangible link is a line linking aspects of the user activity of the market participant represented separately in the at least two associated perspectives of the activity map;

providing at least one perspective in which an on-line transaction is conducted between at least two market participants; and

representing the market participants within the activity map.

20. (Original) The computer-implemented method of claim 19, wherein perspectives of the activity map are associated by market participant activity.

21. (Cancelled)

22. (Original) The computer-implemented method of claim 19, wherein the transactional environment is one of a business, a market place, and an auction house.